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Assimilate

INSTRUCTION BOOKLET

This seal is your assurance that Nessylum Games' considerably-sized Quality Control Department has worked dilegently (in most cases over 6,000 hours per week), in a hot lab with no radio and a good distance from the bathroom to accomplish one very important purpose:

They placed the seal on this page.

Didn't they do a good job? It doesn't gaurantee you a refund if something's technically messed up with the game or if the game itself is just poop. Heavens no! But it is a very nice looking seal, isn't it? I mean, just look at it!

Nessylum Games' QC Department

Thank you for selecting the Nintendo Entertainment System Assimilate Pak.

Please read this instruction booklet to ensure proper handling of your new game. Handling an NES game is very complicated.

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PRECAUTION

1) Do not reproduce with your siblings or first cousins. If your parents did, you will need to read the rest of these precautions. Otherwise proceed to page 3.
2) Do not microwave the Game Pak.
3) Do not peel the Game Pak's label off using your teeth.
4) Do not clean with sulfuric acid.
5) Do not utilize Game Pak as a hiding place for your drugs. That's what books are for.
6) Do not use Game Pak as a shield when fighting a charter bus.
7) Drrr!

The Story Thus Far

Far into the deep reaches of space exists a very cute planet full of very cute alien spaceships. They have this adorable hobby they practice called, "Galactic Enslavement." This is a hobby they've been practicing for a very long time and they've become very good at it.

On this planet lives a happy ship named Ossan. One day, Ossan is talking to some of his friends when a truly annoying ship named Kogyaru shows up. The two ships have greatly disliked one another for as long as anyone can remember. For one thing, Kogyaru is a show-off, and she's always trying to show up Ossan whenever the opportunity arises. For another thing, Ossan is usually the one showing her up whenever she challenges him.

Kogyaru let out her usual opening taunt toward Ossan and his friends, and then announced that a new planet had been spotted far away. It was some bluish-greenish place full of hairless monkeys who'd developed the ability to talk only a million years ago. Supreme Command had decided these talking monkeys were just above the sentience level required to be Grade D Slaves, and needed a ship to voyage toward the strange blue planet and begin assimilating its inhabitants right away.

Of course, Kogyaru just knew she'd be the one to go, and had really come to collect a premature round of congratulations from Ossan and his friends. But they were now curious and wanted to find out for themselves just who Supreme Command had chosen for the task.

Sometime later the whole party arrived at one of the terminals used by their leaders to bark orders. Word of the new target planet had spread quickly, and hundreds of other ships were crowded around, anxiously awaiting the news of who would receive the high honor to add yet another planet to their sizable empire. Supreme Command began speaking, and Kogyaru became all puffed up on her pride. She was just sure they would show her image and announce her as the chosen one any minute.

But that's not what happened. Instead of Kogyaru's pink shell showing up on the terminal's screen, it was an all-too-familiar blue spaceship that was displayed. That very ship was floating next to her, and she turned to him and all his jubilant friends to seethe in rage as Supreme Command's authoritative voice blasted out of the terminal.

"Assimilation Ship XV-1827-blip000110!"

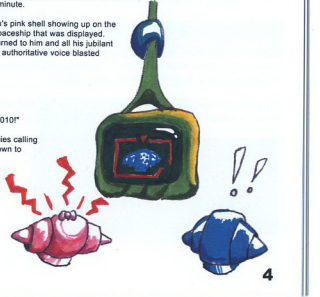
"Name: Ossan!!"

"Mission: You have been assigned to Mission 27C010!"

"Mission Parameters: Assimilate the sentient species calling themselves 'humans' of the planet Sol-III, also known to this sentient species as 'Earth.'"

"Departure Time/Date: NOW!/TODAY!!!"

"BEGIN ASSIMILATION!!!"



STARTING THE GAME

Ya press **START**, genius. You know, on the title screen there, where it's clearly spelling out which button you should press to begin the game!? And don't try any of that smart-alecky up, up, down, down, left, right bla bla bla nonsense, either. Oh for God's sakes, just **PRESS THE START BUTTON ALREADY!**

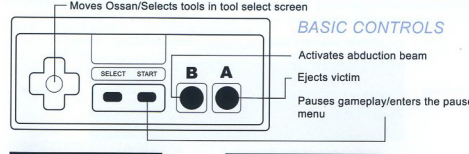
CUTSCENES

Every now and then, we developers at Nessylum treat you, the player, to a half-assed, haphazardly translated cutscene. These narrative moments gradually unravel more of the game's deep, heavily-layered story. Enjoy!

If you, the player, are eager to get into the game and wish to skip these cutscenes, then know that most of them can be skipped by pressing that mystical **START** button.

Here are some examples of cutscenes. Oooooooo!

PLAYING THE GAME

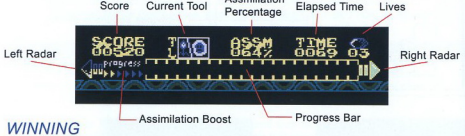


Game playing

Game paused

GETTING TO KNOW THE STATUS BAR

During gameplay, the status bar is always at the top of the screen. It's jam-packed with all the useful tidbits of information you'll need.



WINNING

You complete the stage when your **ASSM%** (Assimilation Percentage) reaches 100%. At that point, a new screen will load that will display the score you've racked up so far in the game, the time spent completing the current level, and your new score. Pressing A on this screen will move to the next level.

Unless on a bonus stage, the amount of time spent completing the current level is always deducted from your score at the end of the level.

How do you reach 100% assimilation? Read on!

BEGIN ASSIMILATION!!!

HOW TO ASSIMILATE HUMANS

Step 1: Hunt them down like a DOG!

Look at the left and right radar indicators in the status bar. If the RIGHT RADAR is lit up, then a victim can be found somewhere to the right of Ossan's current position. Guess which direction you need to move him if the LEFT RADAR is lit up?

Unlit radar indicator

Lit radar indicator

Step 2: Look for the beacon

Continue moving in the direction of the lit radar indicator until a FLASHING BEACON appears above a building. If both radar indicators go dark and you don't see a flashing beacon, continue moving in the same direction and keep watching the rooftops below. It will appear eventually.

Flashing beacon--
here be humans!

HOW TO ASSIMILATE HUMANS - CONT'D

Step 3: Beam 'em up!

Now position Ossan directly above the beacon and **hold down the B button**. This begins extending the abduction beam. *Ossan can not move while extending his abduction beam.* When the abduction beam hits the building, it will begin lifting the human into Ossan's onboard laboratory.

If at any time you stop holding the B button, the abduction beam shuts off. So if you let go of B while someone is being lifted into Ossan's laboratory, the victim will fall and die. Whenever a human dies, you loose points. So make sure you keep your thumb firmly planted on that B button until the human specimen is inside Ossan.

HOT TIP!!!

If Ossan's bottom is touching or too close to the top of a building, the abduction beam will not activate. If you are pressing B and not seeing the beam, try moving up a little bit and pressing B again.

HOW TO ASSIMILATE HUMANS - CONT'D

Step 4: Assimilate!

Once Ossan has a human on board, he will automatically begin assimilating it. You will notice the Progress Bar begin to fill. How fast it fills depends on 1.) what tool Ossan has currently selected (see Tools, pg. 11) and 2.) whether or not he currently has a 2X or 3X boost. (see Powerups, pg. 13)

Ossan is able to move while the Progress Bar fills, but he will move at half his usual speed. If you have a lot of projectiles or enemies to dodge, this half-speed restriction can get hairy.

EJECTING: If you need to, press A to eject a human whenever one is onboard. Ossan will regain his normal speed, but the human will die and any progress on the Progress Bar will be lost.

Step 5: Put it back where you found it

Once the Progress Bar is full and flashing, the human is assimilated! Now put it back in the same building where you found it. Look once more for the **flashing beacon**. Place yourself directly above the beacon, and again **hold B** to extend the abduction beam. When the beam hits the beacon this time, the assimilated human will start lowering into the building. DON'T LET GO! Hold B until the human is all the way in the building. Once complete, you're score and ASSM% will increase. Congrats!

TOOLS

Ossan comes fully equipped with four onboard assimilation tools. Hit START to enter the pause menu and use the UP and DOWN buttons on the d-pad to select which tool you wish to use.

RESTART: Will restart the level. Score will revert to what it was at the beginning of the level. Lives will stay the same.

END GAME: Resets the game

THE PAUSE MENU

Once you hit START again, whichever tool selected in the tool select screen is the tool you will use to assimilate any victims you abduct. The stronger the tool, the more assimilation percentage points you receive when you plant the victim back among the human population below. Also, stronger tools earn more points for your score. However, each tool takes progressively longer to assimilate a human victim depending on its strength. Hence, the stronger the tool, the slower your progress bar fills.

HOT TIP!!!

How many points you get on a successful assimilation depends on how high Ossan is from the building when he abducts and returns the human victim.

Learn the tools of the trade

The four tools at Ossan's disposal, in order from weakest to strongest, are:

Brainwash: The fragile mind of humans can be re-written incredibly easily and quickly. However, a brainwashing isn't contagious and hence this tool gets you very little bang for the buck.

Zombie Virus: Unlike the Brainwash, this can be spread among those weak human bodies like the plague! Because, well, it is a plague! Somewhat more powerful than the Brainwash, but also takes longer to successfully execute.

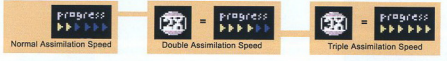
Plan 9: What is The Plan, you ask? You can't be told The Plan! Only certain people are allowed to know about The Plan! It's definitley a powerful tool, but again the effect will be noticeable on your progress bar.

Anal Probe: Tried and true. You won't make a lot of friends using this one, but it also assimilates a *buttload* of people when you use it. ***GET IT?!*** *Buttload of people?!* Haaaa-hahahahahahaaaa!!!!

POWERUPS

Every now and then Ossan's overlords from his homeworld will send him helpful items to aid in his mission. When you see one fall from the sky, grab it.

ASSIMILATION BOOSTS: The little arrows below the word "progress" on the Progress Bar reflect whether Ossan currently has a boost on his assimilation speed or not. Grabbing a 2X or 3X Assimilation Booster will increase the assimilation speed of all tools accordingly. However, the effect does eventually wear off.



Normal Assimilation Speed | Double Assimilation Speed | Triple Assimilation Speed

EMPs: Touching an EMP will unleash a shockwave of energy that destroys most enemies and projectiles currently on the screen. Also, no new enemies will spawn for a few moments. Note: some enemies are not affected by the EMP.

NOTE: Grabbing a powerup will cancel the effect of the previous powerup.

1-UPS: Grab one and Ossan gets an extra life! Wooot! They only appear in bonus levels, though.

HOT TIP!!!

Harare is the capital of Zimbabwe.

THINGS TO WATCH OUT FOR

Ossan's quest to assimilate humanity will not be easy. He will be impeded at every step by harmful objects flying at him, enemies trying to kill him, and your very own suckiness at video games! Brace yourself, it's gonna be a bumpy ride!

FIREBALLS: These are the basic projectiles humanity uses to knock stuff out of the sky. You can expect to be dodging these in almost every level.

MISSILES: Another favorite among Earth's militaries. These will fly at Ossan from all directions with all types of flight paths.

SAKAGUCHI: This luck dragon from Asian folklore just loves chasing bright, shiny things. Unfortunately, *Ossan* happens to be a bright, shiny thing.

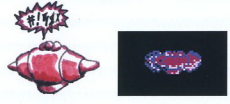
MIG: The finest fighter jet in the Soviet Air Force's 1960's arsenal -- which also makes it the finest fighter jet in the Soviet Air Force's modern arsenal.

ICBM: KA-BOOOM!!! When you see this behemoth launching, take cover!!

STARSHIP MIYAMOTO: Ossan may be suprised to find humans flying advanced spacecraft. Perhaps a certain rival clued them in on how it could be done?

METEORS: Really? Didn't reading a description for "fireballs" and "missiles" make you feel dumb enough? They're meteors, Jackwagon! If you see one, dodge it!

KOGYARU: Ossan's oldest rival. Be on the lookout for this obnoxious bimbo, for she wants Ossan to fail desperately. And not only can she abduct humans, but she can also turn them into weapons of her own.



And just in case that's not enough...

BOSS FIGHT!!!

Every few stages or so, something really dangerous blocks Ossan's path to global enslavement. How will you deal with them? Hmmmm?

NOTES

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